

Operating System MCQ Question Answer

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Question: 1. The early ARPAnet is an example of a distributed computing system based on the -----.

- Option A. Minicomputer model
- Option B. Workstation model
- Option C. Hybrid model
- Option D. Processor pool model

Question: 2. In -----, if a processor writes the value 100 to the memory location x, this write operation will only change the contents of its local memory and will not affect the contents of the memory of any other processor.

- Option A. Tightly coupled systems,
- Option B. Loosely coupled systems
- Option C. Parallel processing systems
- Option D. File management system

Question: 3. Identify the distributed computing model from the following statement. In this model, the user's processes need not be migrated to the server machines for getting the work done by those machines.

- Option A. Minicomputer model
- Option B. Workstation model
- Option C. Workstation-Server model
- Option D. Processor pool model

Question: 4. The name services of DCE include -----

- Option A. the Cell Directory Service
- Option B. the Global Directory Service
- Option C. the Global Directory Agent
- Option D. A,B and C

Question: 5. IPC stands for -----

- Option A. Integrated parallel communication
- Option B. Intermediate process call
- Option C. Internal program call
- Option D. Inter process communication

Question: 6. In the case of -----, message remains in the senders address space until the receiver executes the corresponding receive.

- Option A. No buffering

- Option B. Single message buffering
- Option C. Unbounded-capacity buffer
- Option D. Finite bound buffer

Question: 7. Which buffering strategy is used for implementing synchronous communication?

- Option A. Single message buffer
- Option B. Unbounded - Capacity buffer
- Option C. Finite-Bound Buffer
- Option D. All can be used.

Question: 8. What do you mean by 0-reliable level in multicast communication?

- Option A. Multiple responses is expected from any receivers.
- Option B. No response is expected from any receivers.
- Option C. Multiple responses is expected from multiple receivers.
- Option D. A multicast message is received by all the members of the group or none.

Question: 9. Identify the server:

This type of server generally remains in existence indefinitely. It is shared by many clients. Servers of this type are created and installed before the clients use them.

- Option A. Instance-per-call-servers
- Option B. Persistent Servers
- Option C. Non-Persistent Servers
- Option D. Semantic server

Question: 10. The _____ unpacks the call receipt messages from local RPC Runtime and makes a perfect local call to invoke the appropriate procedure in the server.

- Option A. server Stub
- Option B. server
- Option C. client
- Option D. client stub

Question: 11. Transparent RPC mechanism refers to :

- Option A. Existence of multiple computer visible and a provide a single system image to its users.
- Option B. It runs the program transparently.
- Option C. It is a technique to shift the program to other computer.
- Option D. It is technique in which local procedures and remote procedures are indistinguishable to programmers.

Question: 12. IDL stands for_____

- Option A. Integrated Data library
- Option B. Isolated Data Library
- Option C. Interface Data Language
- Option D. Interface Definition Language

Question: 13. In_____ model, when a process does a release access, the contents of all the modifications are not immediately sent to other nodes but they are sent only on demand.

- Option A. Release Consistency Model
- Option B. Lazy Release consistency model
- Option C. Weak Consistency Model
- Option D. Processor Consistency Model

Question: 14. DSM stands for_____

- Option A. Direct shared memory
- Option B. Direct system memory
- Option C. Distributed shared memory
- Option D. Distributed system memory

Question: 15. Having data belonging to two independent processes in the same page is called_____.

- Option A. Buffering
- Option B. Blocking
- Option C. Message-passing
- Option D. False sharing

Question: 16. _____refers to the block size of the DSM system, i.e. to the units of sharing and the unit of data transfer across the network when a network block fault occurs.

- Option A. Granularity
- Option B. Coherence
- Option C. Abstraction
- Option D. Synchronization

Question: 17. Most accurate global time is based on oscillations of the _____

- Option A. Cesium-130 atom
- Option B. Cesium-133 atom
- Option C. Cesium-136 atom
- Option D. Cesium-139 atom

Question: 18. The Network Time Protocol is similar to _____algorithm in that synchronization is also performed using time servers and an attempt is made to correct for communication latencies.

- Option A. Banker's
- Option B. Divide and conquer's
- Option C. Cristians
- Option D. Xdelta's

Question: 19. Two clocks are said to be synchronized at a particular instance of time if the difference in time values of the two clocks is less than some specified constant. The difference in

time values of two clocks is called _____.

- Option A. Interrupt
- Option B. Clock Frequency
- Option C. Clock Ticks
- Option D. Clock Skew

Question: 20. In _____ each node periodically sends a message to the time server.

- Option A. Passive Time Server Centralized Algorithm
- Option B. Active Time Server Centralized Algorithm
- Option C. Global Averaging Distributed Algorithms
- Option D. Localized Averaging Distributed Algorithms

Question: 21. Load balancing algorithms in _____ class use the processor and process characteristics to allocate processes to nodes.

- Option A. Static
- Option B. Dynamic
- Option C. Deterministic
- Option D. Probabilistic

Question: 22. A process is already split into pieces, called_____.

- Option A. Tasks
- Option B. Program
- Option C. Processors
- Option D. Routines

Question: 23. In _____ location policies a random node is polled to check its state and the task is transferred if it will not be overloaded; polling is continued until a suitable node is found.

- Option A. Threshold
- Option B. Shortest
- Option C. Bidding
- Option D. Pairing

Question: 24. The algorithm should be scalable i.e. _____.

- Option A. The system should not enter a state in which nodes spend all their time migrating processes or exchanging control messages without doing any useful work.
- Option B. The system should be able to handle small and large networked systems.
- Option C. The algorithm should not be affected by the crash of one or more nodes in the system.
- Option D. The process assignment decisions should be based on the current load of the system and not on some fixed static policy.

Question: 25. A process is _____

- Option A. A program in Execution.
- Option B. An asynchronous activity.
- Option C. The 'dispatchable' unit.
- Option D. All A, B, C

Question: 26. In case of good process migration mechanism, _____ means failure of any node other than the one on which the process is running should not affect the execution of the process.

- Option A. Robustness
- Option B. Efficiency
- Option C. Transparent
- Option D. Interference

Question: 27. Process migration involves_____

- Option A. Selection of a process to be migrated
- Option B. Selection of destination system or node
- Option C. Actual transfer of the selected process to the destination system or node
- Option D. All A, B, C

Question: 28. _____typically contains temporary data such as subroutine parameter, return address, and temporary variables.

- Option A. Current value of Program Counter
- Option B. Value of the variables
- Option C. The process stack
- Option D. A data section

Question: 29. In case of _____transparency a file can transparently move to another server.

- Option A. Location
- Option B. Migration
- Option C. Replication
- Option D. Concurrency

Question: 30. _____, as a feature of good distributed file system, clients should be able to continue working if a file server crashes. Likewise, data must not be lost and a restarted file server must be able to recover to a valid state.

- Option A. Scalability
- Option B. Reliability
- Option C. Flexibility
- Option D. Fault tolerance

1	A	
2	B	
3	C	
4	D	
5	D	
6	A	
7	A	
8	B	
9	B	
10	A	
11	D	
12	D	
13	B	
14	C	
15	D	
16	A	
17	B	
18	C	
19	D	
20	A	
21	C	
22	A	
23	A	
24	B	
25	D	
26	A	
27	D	
28	C	
29	B	
30	D	